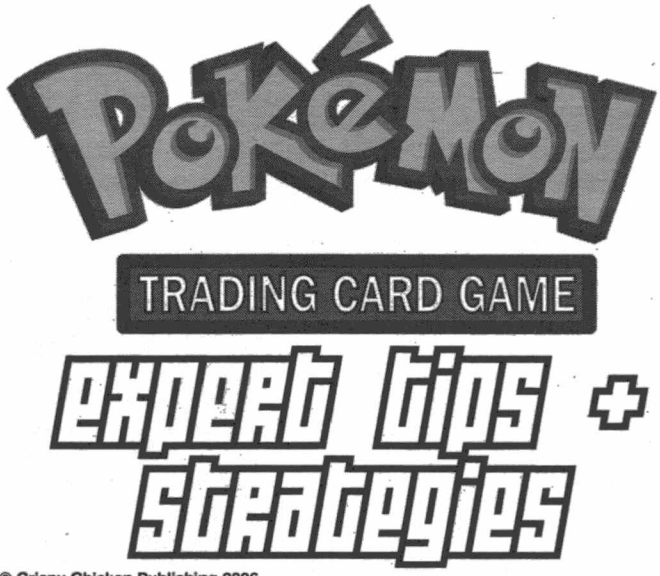
POKÉMON

TRADING CARD GAME

expert tips + strategies

FREE! WITH ISSUE 57 OF



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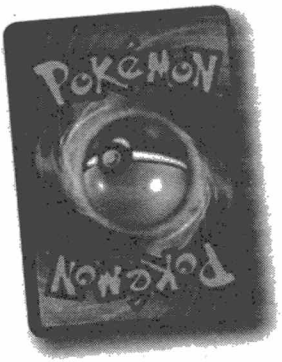
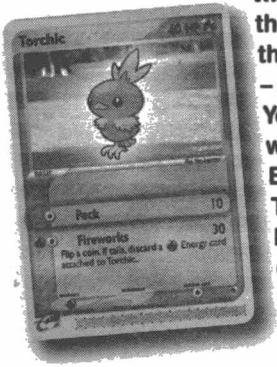
how to play

what are pokemon cards?



We all know and love Pokémon and the most basic form in the Pokémon Trading Card Game is the Basic Pokémon card. You can play these directly from your hand either as Active Pokémon, putting them straight into the battle or on to the Bench. Both players need a Basic Pokémon to begin the game. An example of a Basic Pokémon is Torchic – he has two Attacks. The Peck Attack can use any kind of Energy Card to swing into action, you can tell this by looking at the Energy symbol next to the attack name – it's a white symbol with a star in it. Torchic's second Attack is Fireworks and it needs two Energy Cards to use it, one of these can be any Energy Card but the other must be a Fire Energy Card – the symbol is red with a flame in it. You can choose which attack Torchic will use each turn depending on the Energy Cards you have in your hand. Torchic has a Weakness to Water Pokémon though, this means that double the Damage will be done if attacked by a Water Pokémon, so keep a close eye on what Pokémon



your opponent is bringing into play. You can Retreat Torchic back to the Bench, but you must discard one Energy Card to do this. As you can see, Torchic has a 40 Hit Point value, so if 40 or more Damage is done, Torchic will be Knocked Ou.

stage one pokemon

Lots of the Basic Pokémon can Evolve into Stage One Pokémon, these are more powerful versions of the original with more Hit Points and Impressive Attacks. Torchic Evolves into Combusken and you do this by placing the Combusken card on top of the Torchic Basic Pokémon Card. When a Pokémon has Evolved, it's original Attacks are forgotten and it only uses the new Attacks of the Evolved Pokémon, but any Damage done to the Basic Pokémon carries through to the Evolved Pokémon. There are two attacks to choose from with Combusken, the first is Flare and need a Fire Energy Card to use it, the second is Double Kick and this one needs three or more of any kind of Energy Card to pull it off. Torchic's weakness to Water Pokémon is also carried through to Combusken, and the new Pokémon can retreat back to the Bench by discarding any type of Energy Card.

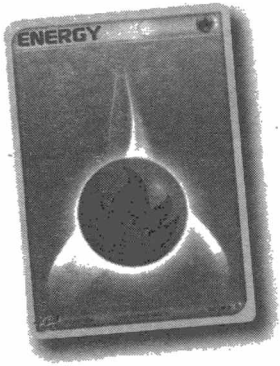
stage two pokemon

Can you feel the power yet? Stage Two Pokémon Evolve from Stage

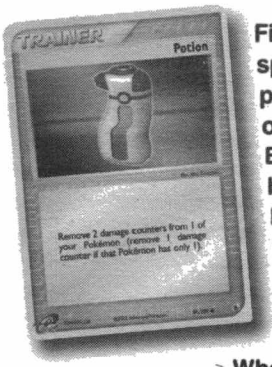
One Pokémon and you do this by placing the new card on top of the two already there – the Basic and Stage One cards. Combusken Evolves in to Blaziken. Now only Blaziken's Attacks can be used in the battle, but remember that all the Damage already done is carried forward to the new Stage Two Pokémon.

Clutch is Blaziken's first attack, this needs two of any Energy Card type to perform and it will do 20 damage to your foe. Flamethrower needs four Energy Cards to pull off and one of these must be a Fire Energy card, it's worth it though as it will do 80 Damage! Once again, Blaziken keeps the Water Pokémon Weakness from Torchic and Combusken, and to Retreat back to the Bench will cost two Energy Cards. He's a powerful beast though – it takes 110 Damage points to Knock Out Blaziken.

basic energy cards



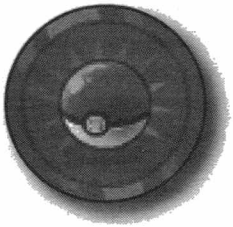
Pokémon are useless without their Energy Cards, they give the power to attack. There are six kinds of Energy Card in total: Lightning, Psychic, Fire, Grass, Water and



Fighting. Some attacks will require specific types of Energy Card to perform, you'll find that certain types of Pokémon will need the equivalent Energy Card type to perform their best Attacks. For example, Lightning Energy Cards are used by Lightning Pokémon.

trainer cards

When you come across a Trainer Card, it will have instructions for players to follow during their turn in the game. These instructions often have an immediate effect on the game, and are then Disgarded. For example, the Potion Trainer Card will remove two Damage counters from your Pokémon, making them much more fit for battle than they may have been before!



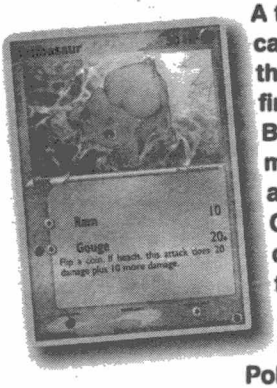
how to start a game

To kick off a game each player must shuffle their Pokémon Trading Card Game deck of 60 cards. You each then draw a hand of seven cards out, and this hand must have at least one Basic Pokémon in it. If there's more than one Basic Pokémon you can select which one will be your Active Pokémon, that is the one that will first go in to battle. Place the Active Pokémon face down on the table so you give nothing

Caterpie
50 HP
Signs of Evolution
Search your deck for a Metapod and a Butterfree card, show them to your opponent, and put them into your hand. Shuffle your deck afterward.
String Shot
10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

away to your opponent and now create a Prize Card pile by putting six cards from the top of your deck down. Now, each time you manage to defeat one of your opponent's Pokémon in battle you can take a card from the Prize pile and add it to your hand. The game begins by flipping a special coin – the one who calls heads gets to go first.

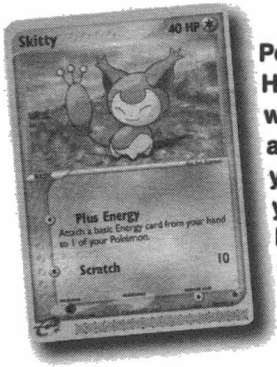
playing the game



A turn is always started by drawing a card from the deck, unless you won the toss and you already have your first Basic Pokémon on the table. A Basic Pokémon Card can't do very much without energy to power its attacks though and only one Energy Card can be put on to your Pokémon during a turn. Your actual Attack is the last thing you'll do in each turn. If more than one Basic Pokémon is in your hand, you can put this Pokémon on to the Bench as a spare Pokémon just in case your Active Pokémon is Knocked Out. The amount of Damage done in each Attack is decided by flipping Pokémon coins.

knocking out a pokemon

If you have a fierce enough Pokémon and cause enough Damage to your opponent's Pokémon to bring its Hit

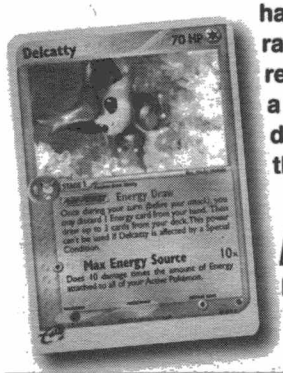


Points equal to or greater than the HP value on the card, their Pokémon will be Knocked Out of the game and you can take a Prize Card from your pile and add it to your hand. If your opponent already has a spare Pokémon on the Bench, they will survive this time, but if they haven't they will lose making you the winner of the game!

learning weakness and resistance

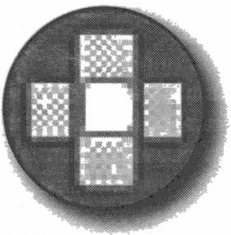
Squirtle
Bubble
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Smash Turn
20
After your attack, you may switch Squirtle with 1 of your Benched Pokémon.

Always keep a close eye on the Pokémon type your opponent is using. If they have a particular weakness to a type of Pokémon, and you have that Pokémon ready to do battle, your attacks will do twice as much damage! Be careful though, some Pokémon have a resistance to other Pokémon rather than a weakness. The resistance symbol is coupled with a figure that shows how much less damage will be done in an attack by that kind of Pokémon.


Delcatty
70 HP
Energy Draw
Once during your turn (before your attack), you may discard 1 Energy card from your hand. Then draw up to 2 cards from your deck. This power can't be used if Delcatty is affected by a Special Condition.
Max Energy Source
10×
Does 10 damage times the amount of Energy attached to all of your Active Pokémon.

defeating

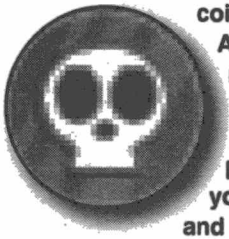
Playing and winning the Pokémon Trading Card Game is all about

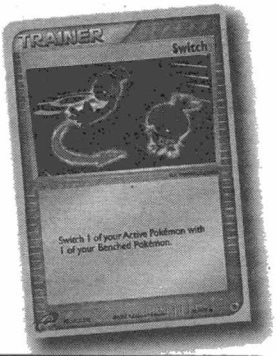


using strategy. You don't just have to battle on with the same Pokémon, particularly if it is weakened by damage, you can always choose to retreat at the right time by discarding an Energy Card. Your active Pokémon will retreat and your back-up Pokémon (if you had one ready to go) will move up from the Bench. You can also use the Trainer Switch card to swap your Pokémon around without using an Energy card.

special conditions

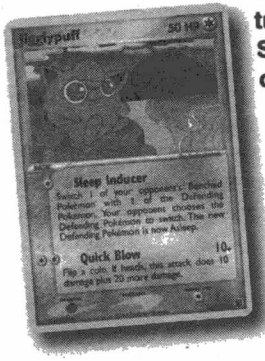
You use coin flipping in the Pokémon Trading Card Game to decide on special conditions during each play. There are five Special Conditions in all Confused, Asleep, Burned, Paralyzed and Poisoned. Some of these conditions will go away on their own while others need a lucky coin toss to rectify. If your Pokémon is Asleep it can not attack or retreat, at the end of each player's turn you flip a coin and if you get a heads your Pokémon is no longer asleep, but tails and it stays in the Land of Nod! If your Pokémon finds itself Paralyzed if can't do





Metapod
80 HP
Energy Protection
Any damage done to Metapod by attacks is reduced by 10 for each Energy attached to Metapod. You can't reduce more than 30 damage in this way.
Sharpen
20

anything for this turn, but is no longer paralyzed once the turn is over. If you're unfortunate enough to find your Pokémon Poisoned, a Poisoned Marker is placed on the card and at the end of each player's turn a damage counter is added to the Pokémon's card. A Burned Pokémon must have a Burned Marker placed on it. At the end of the turn a coin is flipped and if it's tails, two damage counters must be added to the Pokémon, if it's heads though, there's no damage to the Pokémon this turn. Pokémon can be cured of their Special Condition by either evolving or by retreating to the bench.


Hitmonchan
50 HP
Sleep Inducer
Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. The new Defending Pokémon is now Asleep.
Quick Blow
10+
Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

poke-powers + poke-bodies

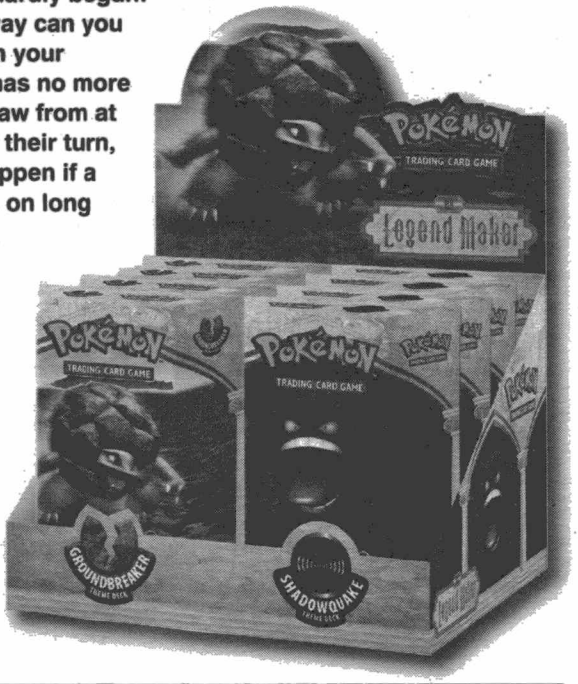
Some of the more advanced Pokémon have special Poké-Powers on their cards. These powers can only be used once for each turn and they don't work at all if the Pokémon is effected by a Special Condition. Similar to a Poké-Power, a Poké-Body is a special power that is always turned on. An

example is Delcatty, he has the Poké-Power Energy Draw which allows you to take an Energy card from your hand and draw three new cards from the deck.

winning the game

There are three ways you can win a Pokémon Trading Card Game. The first is collecting all six of your prize cards by battling and winning, second knocking out all of your opponent's Pokémon in play. This is why it's important to keep adding spare Pokémon to the game as back-ups to your active Pokémon, if you don't you could lose before the game has hardly begun!

The third way can you win is when your opponent has no more cards to draw from at the start of their turn, this can happen if a game goes on long enough!



What does it mean?

Active Pokemon

The Pokémon you have placed on the bench in front of all the others. Only this Active Pokémon can attack.

Attach

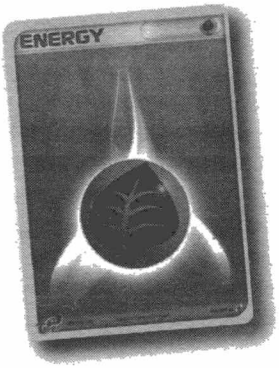
When you've got a Pokémon in play and you take another card and put it on top.

Attack

The wording on a Pokémon card that shows the number and type of Attack a Pokémon can perform and what your Active Pokémon does when fighting your opponent.

Baby Pokemon

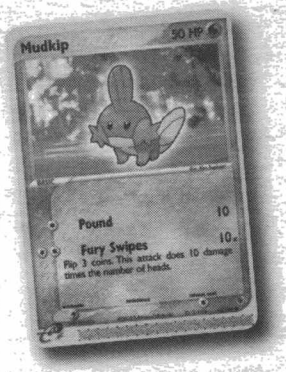
There are special kinds of Basic Pokémon cards called Baby Pokémon. These evolve into other Pokémon but although the evolution creates a Basic Pokémon they are treated as Evolved Pokémon.



Basic Energy Card

These come in Grass, Fire, Water, Lightning, Psychic or Fighting types.

basic pokemon card



These most simple Pokémon forms are cards that can be put straight in to play.

bench

This is where your Pokémon go when they are in play, but not the Active Pokémon. They're ready to go into battle when the Active Pokémon is Knocked Out or Retreats. Pokémon on the bench receive damage but you don't apply any Weakness or Resistance.

burn marker

Use these Markers to remind both players that this Pokémon is burned. The marker is removed when a Pokémon is Benched or Evolved.

counter

You place Counters on your Pokémon cards to remind you of something, for example a Char Counter. They stay with the card if it's Benched but they go away if the Pokémon Evolves. The exception to this rule is Damage Counters.

Squirtle
50 HP
Bubble
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Smash Turn
20
After your attack, you may switch Squirtle with 1 of your Benched Pokémon.

damage

When one Pokémon Attacks another Damage is caused. When the amount of Damage is greater than or equal to its Hit Point value, the Pokémon is Knocked Out.

damage counter

To remind player of how much Damage has been done, Damage Counters are placed on that Pokémon's cards. These counters stay even when a Pokémon is Benched or Evolves.

defending pokemon

This is the term used for your opponent's Active Pokémon when it's your turn.

discard pile

This is the pile of cards you have discarded through your game, they are always placed face up and anyone can look at them.

energy card

These cards power your Pokémon Cards making them able to attack.

evolution card

Pokémon evolve into stronger Pokémon when they're ready, these Evolution Cards are placed on top of the original Basic Pokémon Card or an Evolution Card that is already on a Basic Pokémon.

Metapod
Energy Protection
Any damage done to Metapod by attacks is reduced by 10 for each Energy attached to Metapod. You can't reduce more than 30 damage in this way.
Sharpen
20

hit points (hp)

Every Pokémon can take a certain amount of damage before being Knocked Out, this is known as its Hit Points value.

Exeggcute
50 HP
Psybeam
10
Flip a coin. If heads, the Defending Pokémon is now Confused.
Double Spin
20×
Flip 3 coins. This attack does 20 damage times the number of heads.

in play

You can only use cards that are In Play in your turn, these are cards on the table like Basic Pokémon, Evolution and Energy Cards but not the cards in your Deck, Discard Pile or Prizes.

knocked out

When the Damage to a Pokémon is equal to or greater than it's Hit Points value, it is Knocked Out and goes to teh Discard Pile along with any cards Attached to it. Your opponent takes one of their Prize Cards if they Knock Out your Pokémon.

poison marker

A marker to remind players that a Pokémon has been Poisoned. The marker goes away if the Pokémon is Benched or Evolves.

pokemon

The word comes from an abbreviation of 'Pocket Monsters' – the original name for the game in Japan. Pokémon are the weird and wonderful creatures represented on the Basic Pokémon and Evolution Cards.

Pokemon Power

Some Pokémon possess special powers known as Poké-Power or Poké-Body. You'll find them written on the cards near where the attacks are.

Pokemon Tool

A special kind of Trainer Card that can help your Pokémon out of tricky situations. Only one Tool Card can be attached at one time.

Pokemon-ex

These are stronger kinds of Pokémon that allow your opponent to draw two Prize Cards if they manage to defeat them in battle.

Poke-Body

These special attacks are permanently active when the Pokémon is in play.

Poke-Power

These special powers can only be used once per turn on Active or Benched Pokémon. If there's a Special Condition you can't use the Poké-Power until the condition has been removed.

Prizes

You place six Prize Cards down at the start of the game and take one for each Pokémon you Knock Out and two if it was a Pokémon-ex. When all the Prize Cards are yours, you win!

resistance

When a Pokémon is Attacked but has Resistance to the attacking Pokémon it takes 30 less Damage.

Erika's Venusaur 90 HP
Growth Flip a coin. If heads, you may attach up to 2 Energy cards from your hand to Erika's Venusaur.
Wide Solarbeam
20

retreating

To take your Pokémon out of a battle you must discard the number of Energy Cards equal to the Retreat Cost on the card. You can only do this once per turn.

special conditions

These effect how your Pokémon acts during a turn and come in five types: Asleep, Burned, Confused, Paralyzed and Poisoned.

stadium card

This is a special Trainer Card that stays in play permanently once it has been played, it is only taken out of play when another Stadium Card is played.

sudden death

If both Pokémon are Knocked Out of play at the same time the game becomes Sudden Death where only one Prize Card is needed to win.

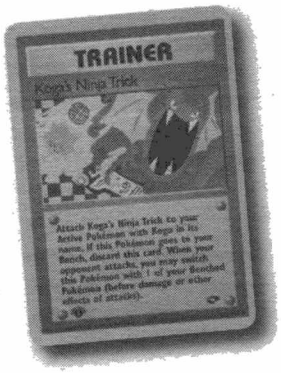
supporter card

A Trainer Card that is played alongside your Active Pokémon Card to help out. It's Discarded when your turn is over.

TRAINER
Koga's Ninja Trick
Attach Koga's Ninja Trick to your Active Pokémon with Koga in its Active Pokémon goes to your Bench, discard this card. When your opponent attacks, you may switch this Pokémon with 1 of your Benched Pokémon (before damage or other effects of attacks).

technical machine

A Trainer Card that has an Attack on it that can be used as if it were your Pokémon's own attack while it's in play. The card is Discarded at the end of your turn.


TRAINER
Koga's Ninja Trick
Attach Koga's Ninja Trick to your Active Pokémon with Koga in its name. If this Pokémon goes to your Bench, discard this card. When your opponent attacks, you may switch this Pokémon with 1 of your Benched Pokémon (before damage or other effects of attacks).

trainer card

A card that is played during your turn with special instructions or new attacks to try out. The card is Discarded when the turn is over.

trainers' pokemon

Some Pokémon Cards have Trainer's names on them. These Pokémon must be treated as completely different Pokémon, even if they have the same Pokémon name. For example, regular Sandshrew can't evolve into Brock's Sandslash and Brock's Sandshrew can evolve into a regular Sandslash.

weakness

When a Pokémon has a Weakness to a particular type of Pokémon and is attacked, double Damage is inflicted.

Lt. Surge's Jolteon 70 HP
High Voltage Flip a coin. If heads, your opponent can't play Trainer cards during his or her next turn.
20
Thunder Flare
30+

deck building basics

If you're planning on entering tournaments then you need to be able to build a decent deck. Luckily, our experts are on hand to offer their advice for getting started – and even a few deck lists you can try!

think modified format

The modified format is the most played format in the UK and generally in the US, too. It is the format most likely to get support from Nintendo in terms of prizes and Poké-goodies. We at Pokémon World recommend that, when you buy any boosters or singles, make sure that you buy your cards to fit with the current Modified Format expansions from Hidden Legends onwards. It often helps to take a good hard look at your collection and just what you have to hand. If you've just started collecting and playing the Pokémon Trading Card Game we recommend that you grab one of the pre-constructed Theme Decks and a few Booster Packs as a base to build your deck around. This way you can easily get a fairly solid deck to start playing with.

Be sure to check out the two Team Rocket Returns pre-constructed Theme Decks. Both are still playable in Modified Format and they both contain probably the best play-them-straight-from-the-box decks that Nintendo has produced. Just add a few Booster Packs and you're well on your way to a decent deck!

ex team rocket returns
jesse theme deck

Pokémon (26)
4x Larvitar (#62)
2x Dark Pupitar (#40)
1x Dark Tyranitar
(#20 – holo version)
3x Ekans
1x Dark Arbok
4x Cubone
2x Dark Marowak
3x Hoppip
1x Skiploom
2x Sentret
2x Grimer
1x Rocket's Wobbuffet

Trainers (10)
2x Rocket's Mission
2x Pokémon Retriever
2x Energy Search
2x Potion
2x Lady Outing

Energy (24)
16x Fighting Energy
4x Grass Energy
4x Psychic Energy

Larvitar
50 HP
Fury Attack
10×
Ekans
50 HP
Bite
Poison Sting
Grimer
40 HP
Poison Gas
Sticky Hands
10+
TRAINER
Supporter
Lady Outing
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for up to 3 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

ex team rocket returns
james theme deck

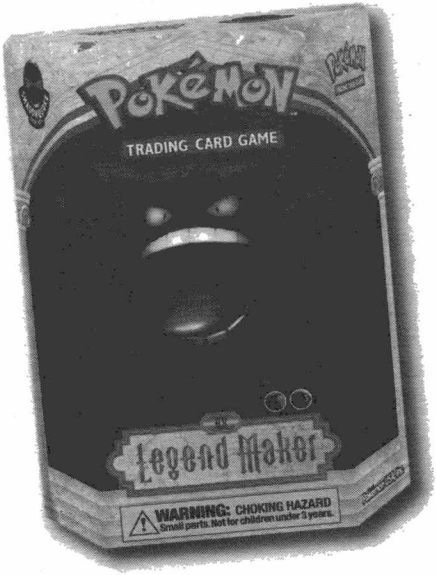
Pokémon (26)
4x Dratini (#52)
2x Dark Dragonair (#31)
1x Dark Dragonite (#15 – holo version)
3x Koffing
1x Dark Weezing
3x Magnemite
1x Dark Magneton
3x Marill
1x Azumarill
3x Wooper
1x Quagsire
2x Rattata
1x Rocket's Meowth

Trainers (10)
2x Rocket's Mission
2x Rocket's Poké Ball
2x Pokemon Retriever
2x Energy Search
2x Potion

Energy (24)
13x Water Energy
7x Lightning Energy
4x Grass Energy

Dratini
40 HP
Wrap Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
10
Dark Weezing 60 HP
Meowth
40 HP
Coin Hurt
TRAINER
Search your deck for a basic Energy card and put it into your hand. Shuffle your deck afterward.

basic strategy/theme

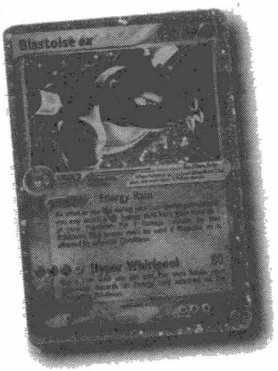


Every deck requires focus and it's vital that you choose the right Pokémon to build your deck around. You could choose to build a deck around a powerful EX Pokémon with Powerful Attacks or you may want to concentrate on building around a Pokémon's PokéPower or PokéBody. Feraligator EX, Medicham EX or Blastoise EX all have awesome PokéPowers that can help disrupt your opponent.

The other strategy you could follow is to base your deck around a combination of mutually supportive cards that have a real synergy; that is they work well together and complement each other as in Dark Dragonite/Dragtrode Decks. Whatever you decide to play you must remember that you can only have four copies of a card in your deck and, in order to ensure you can get at them, it is always advisable to run at least three of each.

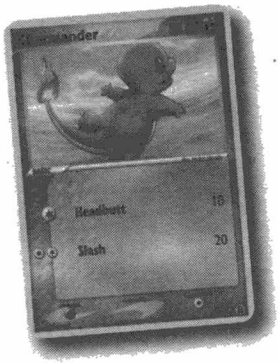
Careful choice of Pokémon can mean the difference between a normal deck and a potential tournament winner. Look carefully at your cards, read their effects and try to find a formula that can compliment the main strategy of the deck.

ex pokemon



Just a quick word on EX Pokémon: they're big, they're bad and they can easily win you a game, but equally the loss of two prizes at a time can be crucial. Make sure you can win without them, too; if your deck is all Ex Pokémon the first Safeguard PokéBody you come across is going to really hurt you!

pokemon



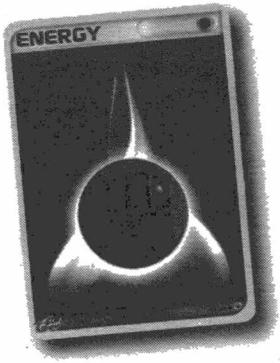
When choosing your Pokemon it is vital that you include all the evolutions to ensure that you can get your main attacker into play. We recommend you should have 10-12 basic Pokémon in every deck to give you a good chance of drawing one in your opening hand, but as always there are a few exceptions to this rule.

Also, having multiple copies of cards will help you to maintain deck balance as you can find yourself in a tricky situation should your main attacker end up in your prize pile. If, for example, you decide you want to build a deck based around Sceptile, then you would have to ensure you include Treecko and of course Grovyle.

However, when putting together your deck you may also want to look at some of the Trainer Cards. Rare Candy is an obvious choice when playing stage two Pokémon and if you have included Rare candies you will not require as many

copies of the stage one evolution as this awesome Trainer allows you to skip this evolution. By removing these cards you can then speed up the deck and also remove dead cards for something that may be more useful.

energy



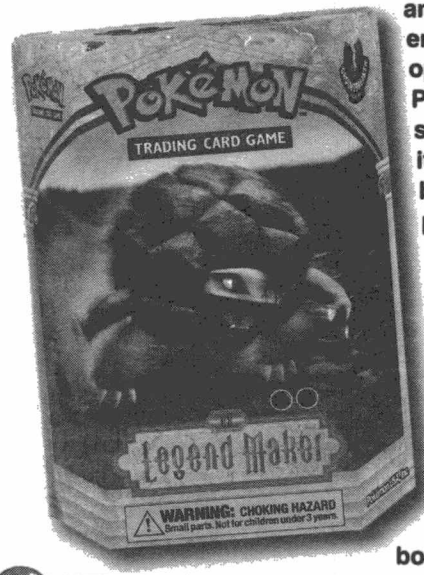
Sometimes the choice of Energy types is easy; with our Blastoise EX deck the main energy requirements are for Water Energy, as the power enables you to abuse this one energy type, but for others you may want to consider using two or more Energy types in your deck. And with Ex Delta Species mixing the energy types up you may want to think how to power that Fire and Metal type Delta MewTwo! You need to ensure you include plenty of Energy Cards in your deck so you can power up your Pokémon to attack, but you also need to maintain a good balance between Pokémon Cards, Energy Cards and the very important Trainer Cards. We recommend you use at least 15 Energy Cards in your deck and a maximum of 18, although on occasions you may want to run less energy in favour of a few extra Trainer Cards.

trainer engine

It is important to recognise that the Trainers you decide to put in your deck will make or break it, and that they need to fit with the Theme/Strategy for the deck – remember, we're looking for that synergy again. So decks using Electrode EX and its Extra Energy Bomb PokéPower would use what are

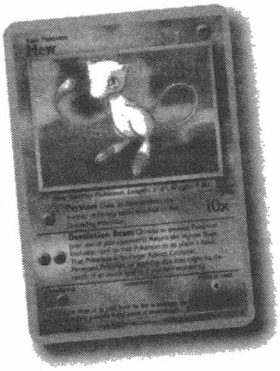
called Dump-And-Draw Cards like TV Reporter and Rocket's Mission as you want to get as much energy into the discard pile as possible before blowing Electrode EX up. Now add Scramble Energy to the mix and you can see how Trainers, Pokémon and Energy cards can all work together to achieve your deck Theme/Strategy.

When you blow up Electrode EX your opponent gains two prizes and you would think that leaves you at a disadvantage, but Scramble Energy now provides you with three of any type of Energy and you get to attach up to five Energy Cards in your discard pile, too. Now you can use other trainer cards like Rocket's Admin and POW Hand Extension to manipulate your opponent's Pokémon on the field and also the amount of cards in their hand. When combined with cards like Rayquaza and Exeggutor this can enable you to move your opponent's big-hitting Pokémon into the active spot where you can kill it off, putting yourself back in a strong position.



In the case of our Blastoise EX deck, we are using Master Ball to search the top seven cards of our deck for a Basic or Evolution Card together with Professor Elm's Training Method as a means to find both basic and evolved

Pokémon in our deck. But because we are also playing Holon's Electrode – a stage one evolution card that can act as a double rainbow energy instead of an evolved Pokémon – we can use these trainers to fetch that, too.



Effectively we can now hunt out either Double Rainbow Energy in the form of Holon's Electrode or we can find that elusive evolution we need. Add Holon Lass to the deck, allowing us to look at up to 12 cards from the top of our deck, and collect any energy and you can start to see how the Trainers are supporting Blastoise Ex's PokéPower by allowing us to draw the cards we want, Energy or Pokémon, when we want them.

Your Trainer engine should be about getting your deck to do what it is designed to do as quickly as possible. The ability to draw extra cards, search for Pokémon and find the energy to power them up are all important and a good mix of Trainer Cards will enable you to do that. Don't worry if you get it wrong first time, just keep testing and tweaking your deck until you get it right.

play testing

You had the idea for a theme or strategy, you've built your deck and now you're about to unleash it on an unsuspecting world. But before you rush off to the nearest tournament, where you will probably get beaten, stop; does you deck do what it is supposed to do? Do you know how it plays? What happens when you play a deck that you are weak to, or a deck that is against your strategy?

To answer those questions you need to play test, play test and play test some more – you only truly get to know your deck when you start playing with it. When you find the flaws in your deck make only small changes, one at a time, and make sure you keep a record of the deck as it was. There is nothing more frustrating than changing your deck for play testing and then finding out that the changes don't work – and that you have forgotten what was in the deck in the first place!

don't give up

If at first your deck doesn't work, don't give up – keep trying and tweaking and don't be afraid to leave a deck for a while and come back to it later. Our Blastoise EX deck here has been a long time coming – it is still, we're sure, not perfect, but it is better now than it has been since the Modified Format changed. And remember what we said before: keep notes on all your decks. Themes and Strategies return, and if you have some old decks to use as a guide to new ones you'll be ahead of the game. Also do not be afraid to ask your league organiser for help if you are lost for ideas on how to make your deck better, or just send them to us for our team of experts to analyse.

zee deck
zapdos, raygaza, electrode

This deck is one of the best in the format right now and can be extremely tough to beat if it is played well. The basic strategy is fairly simple as you use Voltorb to pull additional electric energy from the deck and then drop Zapdos on turn two and hope for the kill. If this fails you can

start to drop energy into the discard pile ready for the big explosion. By exploding Electrode you gift your opponent two prizes, but can then use cards like POW and Rocket's Admin to instantly turn the game in your favour. The energy is returned to the field attached to a basic and can then be used to power up Rayquaza EX ready for battle. Simply switch to get Rayquaza into play and you can be attacking for massive damage, hopefully knocking out your opponent's main threat.

Voltorb
50 HP
Magnetic Pull
TRAINER
Dual Ball
Flip 2 coins. For each heads, search your deck for a Basic Pokémon card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.
Slugma
Ram
10
Luring Flame

Pokémon (20)

2 x Zapdos EX (FRLG)
1 x Moltres EX (FRLG)
2 x Rayquaza EX (DX)
4 x Voltorb (HL)
2 x Electrode EX (FRLG)
3 x Magmar (TRR)
2 x Slugma (DX)
2 x Magcargo (DX)
2 x Aipom (UF)

Trainers (23)

4 x Masterball (DX/DS)
4 x POW Hand Extension (TRR)
4 x Rockets Admin (TRR)
3 x Mary's Request (UF)
2 x Dual Ball (MA/DS)
2 x Lanette's Net Search (SS/EM)
2 x Elms Training Method (UF)
2 x Switch (FRLG/DS)

Energy (15)

6 x Fire Energy
9 x Electric Energy

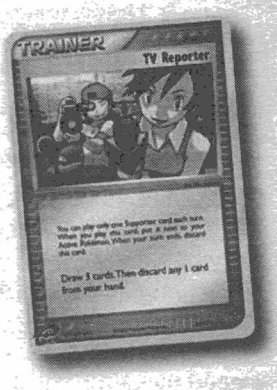
blastoise ex deck

This deck is formed around abuse of Blastoise Ex's power that enables you to attach multiple water energies every turn. By using Holon Lass you can hopefully draw into a number of Energy Cards early in the game and use them to set up your Pokémon (including Quagsire) that can remove the damage placed by using Blastoise's power. Four Masterball along with several Wally's Training and Elm's Training Method give speed to the set-up process as Blastoise will take several turns before it can get powered up. You could also think about adding Rare Candy into this deck for more speed, although it is a tough call to decide what to remove.

Pokémon (24)

4 x Squirtle (FRLG)
4 x Wartortle (FRLG)
3 x Blastoise EX (FRLG)
4 x Whooper (TRR)
4 x Quagsire (TRR)

1 x Clamperl (HL)
1 x Gorbyss (HL)
3 x Holon's Electrode (DS)

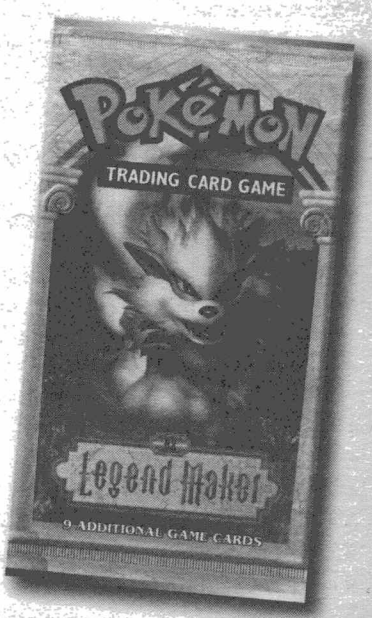

TRAINER
TV Reporter
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Draw 3 cards. Then discard any 1 card from your hand.

Trainers (24)

3 x TV Reporter (DR/POP II)
1 x Copycat (TRR)
1 x Professor Birch (EM)
2 x Scott (EM)
4 x Master Ball (DX/DS)
3 x Holon Lass (DS)
2 x Professor Elm's Training Method (UF)
3 x Wally's Training (SS/EM)
2 x Holon Transceiver (DS)
2 x Mr Briney's Compassion (DR/POP II)
1 x VS Seeker (FRLG)
1 x Holon Farmer (DS)

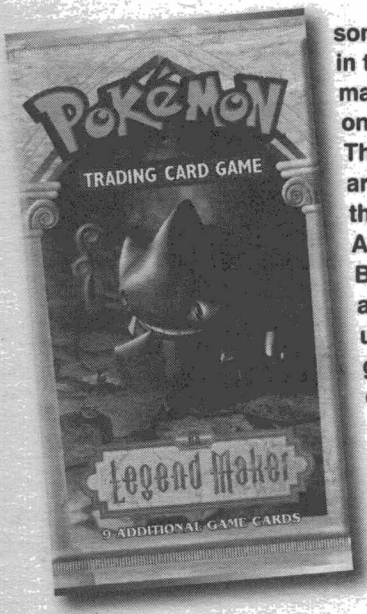
Energy (12)

12 x Water Energy



how to make your theme decks tournament ready!

Let's start with Jesse's Deck. It's a probably the best modified legal Theme Deck you can buy, and it's almost playable straight from the box. But we want to make it better and more able to hold its own in a Tournament, so start off by getting hold of two of them! Yep, buy two of this deck – it's that good, in our opinion, and it's an easy way to get hold of those elusive Trainer Cards you'll need to get this set running at tip-top speed.



Okay, first off let's lose some of the 26 Pokémon in this deck – it's way too many and we want to focus on the good bits in there. The Ekans and Dark Arbok are the first to go, as are the Hoppip and Skiploom. Although the PokéBody Buffer is good, without the addition of Jumpluff to beef up the evolution lines it isn't good enough to hold its own at tournament level. Both Grimer and Rocket's Wobbuffet similarly don't make the grade and should be removed from the deck.

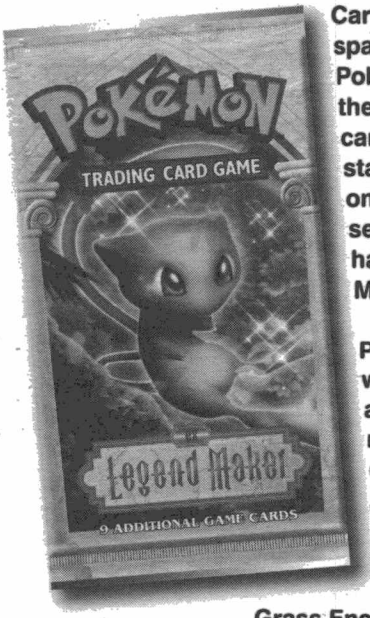
So, with two Theme Decks thoroughly trimmed

down, we should be left with the following Pokémon to play around with:

4x Sentret, 8x Cubone, 4x Dark Marowak , 8x Larvitar (#62), 4x Dark Pupitar (#40) and 2x Dark Tyranitar (#20 – holo version).

Obviously we can't have more than four of any unique card in the deck, so we end up taking out four of the Cubone and four of the Lavitar, leaving us with 22 Pokémon as the basis for our amalgamated and altered Jesse Theme Decks.Sentret is there to draw Pokémon out of the deck so that they can be played or held onto for discarding to Marowak's attack later in the game. It could be replaced by Master Ball but we'll assume that you're light on Trainers here and keep Sentret in the deck for now. Cubone also has a first attack that builds your bench while Lavitar has a great first attack that can have your opponent reeling with the right coin flips. Dark Pupitar's explosive evolution means you can go get Dark Tyranitar and Evolve Dark Pupitar there and then, giving you the potential of a turn two monster with a PokéBody (Sand Damage) that does one damage to your opponent's benched basic Pokémon at the end of each turn.

Dark Marowak is a cleaner to deal out a min 70 damage a turn when needed by discarding a Basic or Evolution



Card. We've freed up four spaces from our original 26 Pokémon and we've culled the evolution lines so that we can concentrate on just one stage two line and one stage one line, with Sentret to help set up the bench or fill your hand prior to using Dark Marowak's attack.

Having distilled our Pokémon let's do the same with the energy in the deck and that will free up some more space for the Trainer engine that will make it all happen. We have at our disposal, from our two Jesse theme decks: 32x Fighting Energy, 8x Grass Energy and 8x Psychic Energy. Originally the Jesse Deck used half of each energy type and, since we now have no grass and psychic Pokémon in the deck we can lose those energy types leaving us with 16x Fighting Energy. That is still a little too high, and we'd suggest trimming that to 14x Fighting Energy and trying to trade or buy 4x Dark Energy cards. This is suggested as all of your Pokémon can use Dark Energy and all but the basic Pokémon will deal an additional 10 damage for each Dark Energy card attached to them. They're worth trading for and the energy requirements for the deck now look much simpler – and we've gained another six spaces in for Trainer Cards, too.

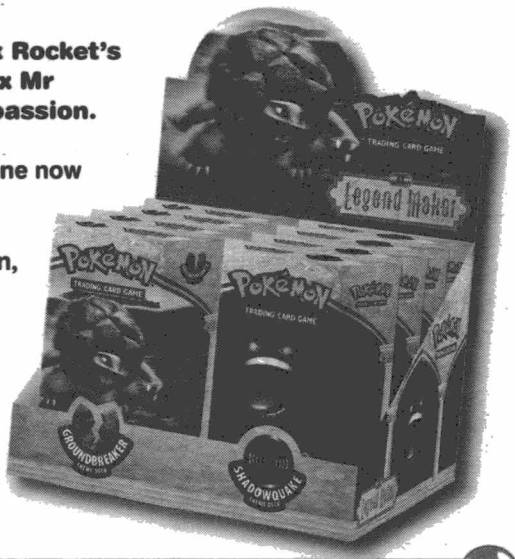
So let's now look at the Trainers in the deck. Originally we had 2x Rocket's Mission, 2x Pokémon Retriever, 2x Energy Search, 2x Potion and 2x Lady Outing. Since we have two Jesse decks that again is doubled to four of each. We could just put those straight in, as we have the space, but it's time to trade, buy or delve into your collection for some other useful Trainers to replace some that we're going to lose altogether so we can put in more useful cards.

Lady Outing and Energy Search go first as they are not needed now that we have simplified the evolutions and the types of energy we're using. That gives us four more slots, making 14 now to fill in our Trainer engine.

From the two Jesse Theme Decks we have left 4x Rocket's Mission, 4x Pokémon Retriever and 4x Potion that we suggest you leave in. That just leaves eight spaces, and we suggest you trade for the following and put them in the revised deck:

4x Copycat, 3x Rocket's Hideout and 1x Mr Briney's Compassion.

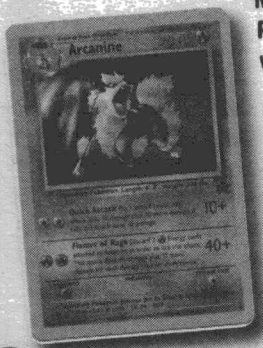
Our Trainer engine now looks more focussed with Rocket's Mission, a great dump and draw card, and Pokémon Retriever that you can use to get those dumped Pokémon



back into your hand or deck to play or to dump again, either to Rocket's Mission or to Dark Marowak's attack. Copycat is in there as one of the must-have draw cards; recently we at Pokémon World have noticed that players' hand sizes are getting bigger again, so Copycat is a great draw card and it will probably be seeing more play now. The return of big hand sizes have meant we have chose it over Steven's Advice but, if you can't get the Copycats or if you prefer you can mix and/or replace any or all of the Copycats with Steven's Advice. The three Rocket's Hideouts not only give you a counter to your opponent's gyms, they also give your Dark Pokémon an extra 20 HP while they stay in play. Potions are there to heal your Pokémon and

Mr Briney lets you scoop up a Pokémon and all cards attached to it without losing a prize!

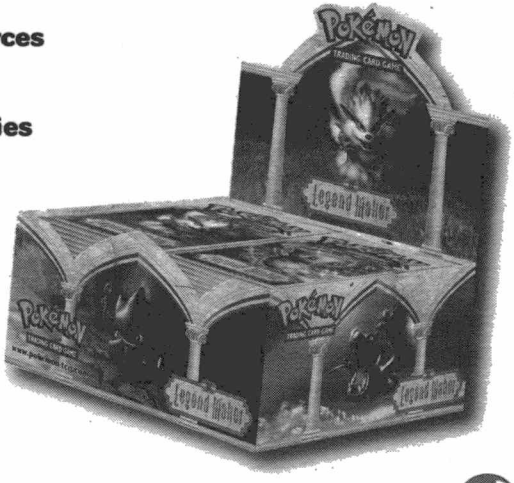
So we've shown you how – with two Jesse Theme Decks and a few extra cards from your collection, trades or buys – you can take Jesse's revamped deck to a tournament near you and not be ashamed with how it performs. It may or may not win, but it will be much more competitive than it was.



modified legal theme decks

Remember, only cards from the current modified format are tournament-legal, so that is from Hidden Legends onwards – or a massive seven sets and 14 Theme Decks!

EX Hidden Legends
Forest Guardian
Wishmaker
EX FireRed and LeafGreen
Ex Fire Red
Ex Leaf Green
EX Team Rocket Returns
Jesse
James
EX Deoxys
Starcharge
Jetstream
EX Emerald
Hydrobloom
Wildfire
EX Unseen Forces
Golden Sky
Silver Ocean
EX Delta Species
Breakthrough
Steeplechase



From Messy Jesse to Focused Fun

Original Jesse Theme Deck

Pokémon (26)

4x Larvitar (#62)
2x Dark Pupitar (#40)
1x Dark Tyranitar (#20 - holo version)
3x Ekans
1x Dark Arbok
4x Cubone
2x Dark Marowak
3x Hoppip
1x Skiploom
2x Sentret
2x Grimer
1x Rocket's Wobbuffet

Trainers (10)

2x Rocket's Mission
2x Pokémon Retriever
2x Energy Search
2x Potion
2x Lady Outing

Energy (24)

16x Fighting Energy
4x Grass Energy
4x Psychic Energy

improved deck

Pokémon (22)

4x Sentret
4x Cubone
4x Dark Marowak
4x Larvitar (#62)
4x Dark Pupitar (#40)
2x Dark Tyranitar (#20 - holo version)

Trainers (20)

4x Rocket's Mission
4x Pokémon Retriever
4x Potion
4x Copycat
3x Rocket's Hideout
1x Mr Briney's Compassion

Energy (18)

4x Dark Energy
14x Fighting Energy

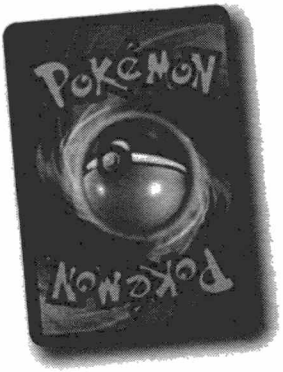
what to bring

In order to ensure that you don't forget anything when you attend a Pokémon Trading Card Game tournament event, it is a wise idea to make a list and pack your bag the night before. Every player should bring their own 60 card legal deck (cards from RS onwards) with only four of any one card included. It is also wise to prepare a deck list before arriving as this will be needed when you register for the tournament. Of course, you will also need a coin or flipper and dice or damage counters for playing the game. It is also a good idea to bring along some snacks and drinks, plus also your swaps and 'need-list' as there will be loads of other players to trade with.

energy key

(F)	Fire Energy
(W)	Water Energy
(E)	Electric Energy
(Ft)	Fighting Energy
(P)	Psychic Energy
(G)	Grass Energy
(D)	Darkness Energy
(S)	Metal Energy
(D/M)	Dark/Metal Energy
(DRE)	Double Rainbow Energy
(R)	Rainbow Energy
(B)	Boost Energy
(H)	Heal Energy
(M)	Multi Energy
(SC)	Scramble Energy

(DM) Double Magma Energy
(DA) Double Aqua Energy
(DR) Double Rocket Energy



expansion key

(RS) EX Ruby and Sapphire
(SS) EX Sandstorm
(DR) EX Dragon
(TMA) EX Team Magma Vs Team Aqua
(HL) EX Hidden Legends
(FRLG) EX FireRed and LeafGreen
(TRR) EX Team Rocket Returns
(DX) EX Deoxys
(DX) Emerald

safe and sound

To ensure that your day is a success, please remember to write your name on the inside of your deck box and swap folder so they can be returned to you if lost. Also bring a easy to carry bag to put all your stuff in so they don't go walkabout or get left on a table somewhere. Remember your deck is your most prized possession on the day, and without it you can't compete.

entertainment

It is wise to bring some money for emergencies, plus also any new cards or deck boxes you might want to buy. There can often be side tournaments and booster drafts for those players not lucky enough to make the cut and these will also cost money to enter.

be lucky

The UK National Championships is the largest tournament in the UK and there are just loads of other players all competing for the four top prizes. Of course, nobody will leave empty handed, but a little luck might be needed if you are going to make the top 16 in your age group. If you have a lucky mascot, dice, or pair of underpants it is a good idea to ensure you have these with you. A lucky coin flip can sometimes make the difference between winning and losing a game.

play fair

Squirtle
50 HP
Bubble
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Smash Turn
20
After your attack, you may switch Squirtle with 1 of your Benched Pokémon.

With so many players present it is very important that everyone upholds the spirit of the game and plays by the rules. There will be plenty of judges to oversee the action and cheats will be penalised and banned from future games and tournaments. Always remember at the end of the day that it is only a game and although it is nice to win it is not the most important thing. Have fun, enjoy the game, make new friends and be happy that you have made it to the largest tournament in the UK. Of course, the team from Pokémon World will also be there and you can always chat and ask questions throughout the day. We look forward to seeing you there!

tournament rules and how they affect you!

The tournament rules cover lots of detail on how you should behave and on the different ways of playing the game. These are usually called formats, and the most widely played is Modified Constructed. Before we get into the details, let's look at an overview of all the formats:

Constructed Tournament Format

For this format each player must supply their own 60 card deck that has been constructed from their card collection. It should be exactly 60 cards, including energy cards, and contain no more than four copies of any one card (excluding basic energy cards).

NOTE: Special Energy Cards like Dark, Metal, Rainbow and Team Magma/Aqua Energy are not considered Basic Energy Cards and are therefore limited to only four copies in a deck.

Limited Tournament Format

In this format you build a 40 card deck from booster packs of cards you are supplied with at the tournament (including energy cards that the Tournament Organiser will supply). Limited Tournament decks can have more than four copies of any one card in them, so you could end up playing with five or six Treecko or Dark Energies should you have received them in your tournament boosters.
NOTE: This is normally the format that is used for all pre-release tournaments and League Draft tournaments.

Other Variations

These basic tournament formats are then further divided into one of the following:
Modified Constructed
Unlimited Constructed
Limited Sealed Deck
Limited Draft
Limited Rochester Draft

NOTE: Most TO's in the UK run Modified Constructed and Limited Sealed Deck Tournaments.

modified constructed tournaments

So what should you look out for when getting ready to play in a Modified Constructed Tournament? Apart from the obvious 60 cards in your deck and, as we have already said, no more than four of any one non-basic energy card, you need to remember that in Modified Format Tournaments you can only play with the latest cards sets published. As we go to print, you can play cards from the following sets only:

EX Ruby & Sapphire
EX Sandstorm
EX Dragon
EX Team Magma vs Team Aqua
EX Hidden Legends
EX FireRed & LeafGreen
EX Team Rocket Returns
EX Trainer Kit
EX Deoxys
POP Series 1 Promo cards
All Black Star Promo cards that are numbered 001 and higher

Any additional sets become modified legal on their official release date, like the soon-to-be-released EX Emerald.

NOTE: Any card from earlier sets that is reprinted in any of the above, like for example, Potion from Base set or basic energy cards, is tournament legal. Just make sure you check out the latest version of the card for any rules and text changes.

Reprints listing

Here are the cards that have been reprinted and are therefore legal for tournament play. If you want to check on the latest wording on a reprint check the card databases on www.pokemon-tcg.com for the most recent version of text.

- ☆Base Set (no expansion symbol)
- ☆Potion #94/102 Common*
- ☆Switch #95/102 Common*
- ☆Jungle (a flower symbol)
- ☆Poke Ball #64/64 Common
- ☆Base Set 2 (a two symbol)
- ☆Poke Ball #121/130 Common
- ☆Potion #122/130 Common*
- ☆Switch #123/130 Common*
- ☆Fossil (a fossilized footprint symbol)

- ☆Energy Search #59/62 Common*
- ☆Mysterious Fossil #62/62 Common*
- ☆Team Rocket (an R symbol)
- ☆Here Comes Team Rocket #15/72 Holo and #71/82 Rare*
- ☆Rainbow Energy #17/72 Holo and #80/82 Rare*
- ☆Gym Challenge (a dark gym symbol)
- ☆Master Ball 116/132 Uncommon
- ☆Warp Point #126/132 Common
- ☆Neo Genesis (a double star symbol)
- ☆Metal Energy 19/111 Holo*
- ☆Super Scoop Up #90/111 Uncommon
- ☆Darkness Energy #104/111 Rare*
- ☆Neo Revelation (a "three shooting stars coming from a circle" symbol)
- ☆Balloon Berry #60/64 Uncommon
- ☆Rocket's Hideout #63/64 Uncommon
- ☆Neo Destiny (a blue six point star with a gray shadow symbol) EXP. ALL #95/103 Rare*
- ☆Legendary Collection (a medal symbol)
- ☆Mysterious Fossil #109/110 Common*
- ☆Potion #110/110 Common*
- ☆Expedition (a circular e-logo symbol)
- ☆Bill's Maintenace #137/165 Uncommon
- ☆Copycat #138/165 Uncommon
- ☆Dual Ball #139/165 Uncommon
- ☆Energy Removal 2 #140/165 Uncommon
- ☆Energy Restore #141/165 Uncommon

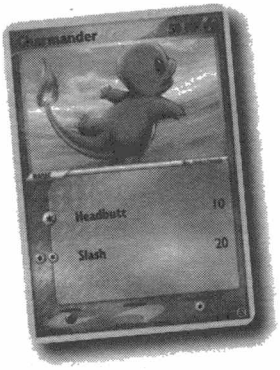
- ☆Pokemon Reversal #146/165 Uncommon*
- ☆Professor Oak's Research #149/165 Uncommon*
- ☆Strength Charm #150/165 Uncommon
- ☆Super Scoop Up #151/165 Uncommon
- ☆Warp Point #152/165 Uncommon
- ☆Energy Search #153/165 Common
- ☆Potion #156/165 Common
- ☆Switch #157/165 Common
- ☆Darkness Energy #158/165 Rare*
- ☆Metal Energy #159/165 Rare*
- ☆Aquapolis (a water drop with a white temple in it symbol)
- ☆Energy Switch #124/147 Uncommon
- ☆Darkness Energy #142/147 Rare*
- ☆Metal Energy #143/147 Rare*
- ☆Rainbow Energy #144/147 Rare

Note: None of the following cards are legal in tournament decks.

- ☆Ancient Mew Promo (not legal because of card back)
- ☆Kids WB Create-a-cards (not legal because of card back)
- ☆World Championship Decks (not legal because of card back)

Caterpie
50 HP
Signs of Evolution
Search your deck for a Metapod and a Butterfree card, show them to your opponent, and put them into your hand. Shuffle your deck afterward.
10
String Shot
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

card rotation



If you're going to play a lot of Modified Tournaments you may want to consider only buying cards from the modified sets, and as we approach the World Championships you probably want to avoid the earlier sets in this list...
You should do this because the Modified Format will change following the 2005 World Championships and it is likely that the earlier Nintendo sets will rotate out and no longer be modified legal – at a guess, this will be from September onwards (although this is not confirmed) and there are no clues yet as to which sets will no longer be modified legal ie playable in the modified format. Smart money seems to be on the new modified format being EX FireRed & LeafGreen onwards.

what else do i need?

Okay, so you have your deck of 60 cards and you're sure that all the cards are legal for the format you're playing, so what's next? A coin or flipper is required and also damage counters or dice for you to mark damage as you play. It is also advisable to prepare a decklist showing all the cards in your deck. Some tournament organisers (TOs) won't require you to have one, but it's best if you do just in case, and this can also help you to rebuild your deck should you make any changes and then want to go back to the original deck. At State Championships and UK Nationals you will definitely need a complete decklist.

the event

Once you have your decklist, you better be familiar with the way a tournament will run. Unlike smaller knockout tournaments, you're likely to be playing what is called Swiss or Age Modified Swiss; all 'Swiss' means is that if you win you'll play someone else that won and if you lose you'll play someone else that lost. The 'age modified' bit is sometimes applied so that not only do you play players who won and lost the same amount as you but, where possible, you'll play within your own age group, 10-years-old and under, 11-14 or 15 +.

Don't forget to check on the latest rulings for the cards in your deck, the Judges and TOs all use the Pokegym's Team Compendium Rules which lists all the rulings currently available for a particular card. You can see this compendium at this website: www.pokegym.net/cpdm/current/rulings_compendium_ex.html

a few other helpful hints to make your day a success!

Charmeleon
70 HP
Flare
30
Damage Burn
40+
If the Defending Pokémon already has any damage counters on it, this attack does 40 damage plus 30 more damage.

1. Make sure that you turn up on time, if not a few minutes before the doors open, as being late can actually cost you a game and maybe the entire tournament.

2. Remember to listen to the Tournament Organiser and Head Judges instructions and particularly don't wander off and miss a game because again, that can cost you if you're late for a round.

3. At the start of the game both players draw a hand of 7 cards and don't look at them. To determine who goes first or second, flip a coin and the winner chooses. This is before either player looks at their hand as the player going first on his or her first turn doesn't get to draw a card and can't play any supporters. So if you had a bad hand at the start of a game, going second when you can play supporters and draw a card is a distinct advantage. Equally, if you had a good hand going first, getting the first attack in is an advantage too. Unfortunately you won't know what is in your hand until after you decide who goes first or second!

4. Remember to place your prize cards.

5. Remember to have fun.

6. Cheats get banned, so remember not to cheat and always shuffle your deck really well and offer your opponent an option to cut it.

7. There is no such thing as a drawn game in a TCG match-up anymore so play to win within the time limit, but if you are tied when time is called you play on until either you or your opponent draws their next prize of the game.

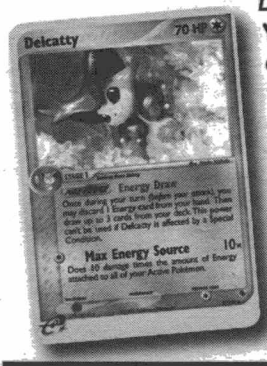
Pokémon Organised Play Tournaments are FUN and they are a great place to meet players, trade some cards and make new friends from all over the UK and the world, as well as a chance to win some great prizes. We Pokémon players are a friendly bunch and we look forward to seeing as many of you as possible at the upcoming Trading Card Game tournaments.

energise your game!

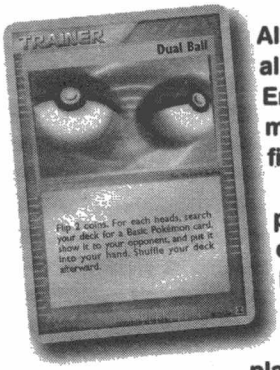
When designing a deck from scratch, Energy should be the first thing that you should think about. Less is definitely more in this game. Having less Energy-means fewer weaknesses, and a better chance of finding the right card when you need it the most. While it's possible to build a deck out of two or more kinds of Energy, doing so just makes it easier to find yourself in all sorts of-sticky situations during the game.

Of course, there are alternative options. Colourless Pokémon have attack costs that-are compatible with every type of Energy, so they're a good inclusion to your deck. On top of that, dual-type Pokémon make it easier for you to build a deck without relying on-many types-of Energy. Try to find Pokémon that have attacks with Energy costs that don't match the Pokémon's type – this lets you use other types without needing to change your choice of Energy cards.

figure out your strategy


Delcatty
70 HP
Energy Draw
Once during your turn (before your attack), you may discard 1 Energy card from your hand. Then draw up to 3 cards from your deck. This power can't be used if Delcatty is affected by a Special Condition.
Max Energy Source
10+
Does 10 damage times the amount of Energy attached to all of your Active Pokémon.

Your-strategy should put your deck on top of all the others in your tournament. Most strategies are built around PokéPowers use these as they can help you bend the rules in your favour. For instance, you might want to add Pokémon that help attach more Energy than just one per turn, like Blaziken (RS), Gardevoir (RS) and Sceptile (RS).


TRAINER
Dual Ball
Flip 2 coins. For each heads, search your deck for a Basic Pokémon card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

All are good examples of cards that allow you to attach and move around Energy to your benefit but many more exist in the format for you to find.

Another factor is to consider the possibility of using powerful attacks over and over again. For example, Rocket's Mewtwo Ex (TRR) is great to do a lot of damage but it then loses all of the damage counters placed on it. By using cards like Blastoise Ex (FRLG) to put lots of Energy into play quickly, you're able to recycle damage back to Rocket's Mewtwo Ex to do the same heavy-hitting attack again on your next turn.

PokéPowers that do damage to, or have effects on your opponent's Pokémon are great. Dark Tyranitar's Sand Damage (TRR) is noteworthy because its PokéBody can potentially Knock Out your opponent's Pokémon just because they are some Basics on the bench.

trainer-ize your game!

Strategy-enables-you to have the cards in your hand when you need them the most to knock out your opponents from the competition. Trainer cards like-Prof Cozmo's Discovery-(DX) or Celio's Network (FRLG) are great for drawing and picking out cards faster than your opponent can. And Trainer cards tailored to your Pokémon can be more useful if you manage to find them in time. Team Magma's PokéBall, Team Magma's Conspirator and Maxie (TMA) can shorten the time it takes to attack-when you're using a deck based around the antics of Team Magma. Using Pokémon like Dunsparce (SS), Wurmple (DR)-and

Plusle (DX) which lets you put more Basic Pokémon on your Bench straight from your deck – great for establishing early control on the board.

get back in the game

If things aren't going your way then make sure you have ways to claw things back in the match. Life Herb (FRLG) and Heal Energy (DX) can help remove damage and Special Conditions from your Pokémon quickly, surprising your opponent just when they thought your play was dead in the water!

have an ex-tra trick up your sleeve

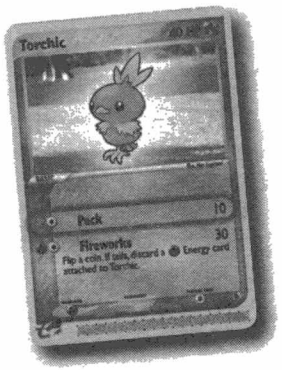
Don't play Pokémon Ex just because they are pretty and the most valuable cards in your collection. If they go down, you lose two prizes! Don't use them if you risk losing the game if one of them is knocked out, and have the right cards like Warp Point or Switch to get them out of trouble if they are damaged or affected by Special Conditions.

compact your deck

Playing around 12-14 Basic Pokémon shortens the chances of your opponent drawing extra cards at the start of your game. Have lots of Energy to support your Pokémon – 16-20 is a good choice. Only fit Trainer cards into your deck if they can fit where you still have space. Think about how they will help your deck run and take out whatever you

Psybeam
Flip a coin. If heads, the Defending Pokémon is now Confused.
10
Double Spin
Flip 2 coins. This attack does 20 damage times the number of heads.
20+

don't need so that you don't end up with 'dead cards' in your hand during matches.



read pokemon world every month!

This is probably the most important thing if you want a competitive deck. A lot of great Theme Decks are printed to help you build your deck with the least difficulty.-Also trading at a league or the City and State Championships is a great way to get your hands on a lot of important cards at once. However, every month we bring you complete deck lists for new decks and also offer advice on special cards and details of what is being played in tournaments up and down the country.

play the game

To better understand the deck you want to use, practice with it before a major competition like the State Championships. Play with your friends in a league or at home. Spot weaknesses in your deck and alter your line-up until you feel it works really well. Try to get involved in smaller tournaments in the league so you can see how it holds up under the pressure of competition. Be sure to try out different decks before deciding which one you are going to use for a Championship event.

Good luck in discovering a new winning combination, and becoming a real deck-building Pokémon master!

errata cards

This article has been put together to help with rulings at some of the Pokémon tournaments you should be attending. For all the latest on UK Tournaments visit and start competing for your place at the Pokémon World Championships 2005, due to take place in San Diego, USA this August. There are a surprisingly large amount of errata that any judges at your tournament should be aware of. I have covered the cards within the current 'Modified' block of card sets (RS – DX) as these are the cards that are legal in tournament play at the moment. The format for the World Championships will also include Ex Emerald.

lost in translation

All English Pokémon cards have to be translated from cards that were first designed in Japanese by the game's creators. Every so often, a card is mistranslated and errata are released to try and correct the situation. When compared to the amount of cards that have stayed the same since release, only a few cards need to be played in a different way than to how they were originally printed. Here we have included all the errata that have been released between the Ex Ruby And Sapphire set and the latest set of Ex Deoxys. Keep this guide as it'll help you to play the game closer to how it was originally intended. All official Pokémon Professor Tournament Organisers and the Head Judges at this year's UK City, State and National Championships will be more than happy to confirm these rules at their tournaments.

slimy water

(Balloon Berry – DR)

In the Japanese card, there is text saying "If Balloon Berry is attached to one of your Pokémon, the Pokémon's retreat cost is 0". So you should play Balloon Berry as if it negates the Pokémon's retreat cost while attached to that Pokémon., not just when it actually attempts to retreat. For example, Muk Ex's 'Slimy Water' attack damage will be reduced to only 40 against a Pokémon with Balloon Berry attached to it. A newer version of Balloon Berry was reprinted in Ex Deoxys with the correct text.

ascension

(Feebas – HL)

Ex Hidden Legends' Feebas received errata for its 'Ascension' attack to bring it in line with the Japanese version of the card. It should read, "Flip a coin. If heads, search your deck for a card that evolves from Feebas and put it on Feebas (this counts as evolving Feebas). Shuffle your deck afterward." Please note that this only affects Feebas; Vulpix's 'Ascension' attack does not require a coin flip.

brick smash

(Machamp – HL)

Ex Hidden Legends' Machamp received errata for its 'Brick Smash' attack to bring it in line with the Japanese version of the card. Weakness should be applied to the damage that Machamp deals. It should read, "This attack's damage isn't affected by Resistance, PokePowers, PokeBodies, or any other effects on the Defending Pokémon." This errata

interestingly enough was announced at the Pokémon World Championships 2004.

crush and burn

(Electrode Ex – FRLG)

Electrode Ex's 'Crush And Burn' attack does extra damage based on the number of Energy cards discarded, not the amount of Energy provided. The official wording is actually, "You may discard as many Energy cards as you like attached to your Pokémon in play. If you do, this attack does 30 damage plus 20 more damage for each Energy card you discarded."

darkness chant

(Banette – HL)

Does Darkness Chant require the owning player to count either Basics or Evolutions in the discard pile, or can both be counted together? The answer is that the attack is intended to count both Basics and Evolutions, not one or the other.

double rainbow energy

(TMA)

Double Rainbow Energy should be applied before applying Weakness and Resistance. This brings it in line with the Japanese version of the card. This is a very important ruling in my opinion.

drowsee

(FRLG)

For purposes of proper Pokémon names, treat all cards referring to 'Drowsee' as 'Drowzee'. For example, you cannot have four Drowsee plus four Drowzee in your deck.

magnemite

(DR)

Ever found that you got a Reverse Holo Magnemite, and the resistance symbol is an empty white circle (like the colourless symbol without the star in the middle)? It's just a grey circle (it means nothing) where the foil is normally cut out for Resistance. However, for clarification, there should not be any Resistance on that particular card – the non-foil of that version doesn't have a Resistance either.

marill

(SS)

In the Ex Sandstorm set, there are two identical versions of Marill, but one has a retreat cost and one does not. Which one is the correct version and how shall the two different versions be played? This appears to be a fairly common mistake in the set. Play the card as written; if you have the Marill with the free retreat you may play it as such. This is a great ruling if you can get hold of those Marill and you're a Water Pokémon fan who plays Warp Point.

mt moon

(FRLG)

Mt Moon should read, "Any Pokémon (both yours and your

opponent's) with maximum HP of 70 or less can't use any PokéPowers." This errata replaces text of "less than 70" with "70 or less". If a Pokémon has a maximum HP of 70, that Pokémon cannot use a PokéPower while this Stadium card is in play.

pokemon reversal

(RS)

The wording on the Pokémon. Reversal Trainer changed significantly between the Expedition version and the RS version. How should we play this card? Do we play each one as written, or should we play them all the way the latest (or older) version of the card says? Well, it should read like the Expedition version, with a slight tweak to make it two-on-two applicable, which goes "Choose one of your opponent's Benched Pokémon. Flip a coin. If heads, your opponent switches that Pokémon with one of his or her Defending Pokémon." The opponent chooses the defending, but the person playing the card chooses the benched. The card was reprinted correctly in Ex FireRed/LeafGreen.

ripples

(Mantine – TRR)

Mantine's PokéPower only works when it is the player's Active Pokémon. The official wording is: "Once during your turn (before your attack), if Mantine is your Active Pokémon, you may remove one damage counter from one of your Pokémon (excluding Mantine). This power can't be used if Mantine is affected by a Special Condition." Bad news for Steelix, Scizor and Aggron fans then!

sharpedo

(RS)

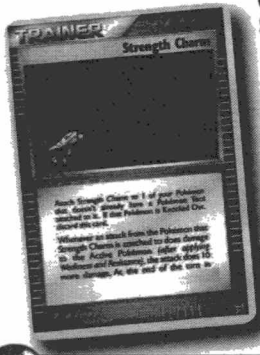
If you have an Italian-language Sharpedo, its PokéBody says it does one damage counter if it's hurt in an attack, whereby the English-language Sharpedo says two counters. How do I play the card? Play the Sharpedo as if it did two damage counters. The Rules Team ruled that it didn't get weaker as it swam the Atlantic.

steven's advice

(HL)

Steven's Advice should read, "Draw a number of cards up to the number of your opponent's Pokémon in play. If you have seven or more cards (including this one) in your hand, you can't play this card." This errata replaces text of "more than seven" with "seven or more". If a player has seven cards in his or her hand (including Steven's Advice), they cannot play the card.

strength charm



(TMA)

Strength Charm should read, "Whenever an attack from the Pokémon that Strength Charm is attached to does damage to the Active Pokémon (before applying weakness and resistance), the attack does ten or more damage. At the end of the turn in which the player attacks with the Pokémon that this card is attached to, discard

Strength Charm." This errata replaces text of "after applying weakness and resistance with before applying weakness and resistance". It is also clarified that it is removed after any attack that the Pokémon makes, not just attacks that do damage. This card was reprinted with its correct text in the Ex Team Rocket Returns set.

Remember to buy Pokemon World every issue to get the latest news and reports on everything to do with the Pokemon trading card game!

POKÉNOTES

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